

32	2510	simulat\$3 near3 (translat\$3 or rotat\$3)	USPAT; US-PGPUB	2004/07/20 10:10
33	74	(concurrent\$2 or simultaneous\$2 or parallel) with(simulat\$3 near3 (translat\$3 or rotat\$3))	USPAT; US-PGPUB	2004/07/20 10:12
34	264	(game\$1 with simulat\$3) and (simulat\$3 near3 (translat\$3 or rotat\$3))	USPAT; US-PGPUB	2004/07/20 10:13
35	12	((concurrent\$2 or simultaneous\$2 or parallel) near3 process\$3) and ((game\$1 with simulat\$3) and (simulat\$3) and (simulat\$3 near3 (translat\$3 or rotat\$3)))	USPAT; US-PGPUB	2004/07/20 10:16
36	3769	game near3 simulat\$3	USPAT; US-PGPUB	2004/07/20 10:16
37	65627	(video or graphic\$3) near3 (process\$3 or calculat\$3)	USPAT; US-PGPUB	2004/07/20 10:18
38	36	(game near3 simulat\$3) with ((video or graphic\$3) near3 (process\$3 or calculat\$3))	USPAT; US-PGPUB	2004/07/20 10:18
39	7	5995111.uref.	USPAT; US-PGPUB	2004/07/20 10:18
40	117	game with coprocessor	USPAT; US-PGPUB	2004/07/20 10:18
41	147	coprocessor adj bus	USPAT; US-PGPUB	2004/07/20 10:19
42	1137	vector adj processor	USPAT; US-PGPUB	2004/07/20 10:19
43	12	(coprocessor adj bus) and (vector adj processor)	USPAT; US-PGPUB	2004/07/20 10:19
44	4837	cpu adj bus	USPAT; US-PGPUB	2004/07/20 10:20
45	22	(coprocessor adj bus) and (cpu adj bus)	USPAT; US-PGPUB	2004/07/20 10:20
46	1191	rendering adj engine	USPAT; US-PGPUB	2004/07/20 10:20
47	4902	("16" or sixteen) adj pixel\$1	USPAT; US-PGPUB	2004/07/20 10:21
48	30	(rendering adj engine) and (("16" or sixteen) adj pixel\$1)	USPAT; US-PGPUB	2004/07/20 10:22
49	55	fill\$3 adj frame adj buffer	USPAT; US-PGPUB	2004/07/20 10:25
50	0	(per adj cycle) with (fill\$3 adj frame adj buffer)	USPAT; US-PGPUB	2004/07/20 10:37
51	5	rate with (fill\$3 adj frame adj buffer)	USPAT; US-PGPUB	2004/07/20 10:37
52	6	(per adj cycle) with (frame adj buffer)	USPAT; US-PGPUB	2004/07/20 10:38
53	32	((("16" or sixteen) adj pixel\$1) near3 (rectangle or polygon)	USPAT; US-PGPUB	2004/07/20 10:38
54	672	(simulat\$3 near3 (translat\$3 or rotat\$3)) and cycle	USPAT; US-PGPUB	2004/07/20 10:39
55	18	((("16" or sixteen) adj pixel\$1) near3 (rectangle or polygon)) and cycle	USPAT; US-PGPUB	2004/07/20 10:39
56	21	pixel\$1 near3 (rectangle or polygon) with cycle\$1	USPAT; US-PGPUB	2004/07/20 10:40
57	232	345/505.ccls.	USPAT; US-PGPUB	2004/07/20 10:41
58	201948	vector\$1	USPAT; US-PGPUB	2004/07/20 10:41
59	103	345/505.ccls. and vector\$1	USPAT; US-PGPUB	2004/07/20 10:41

L Number	Hits	Search Text	DB	Time stamp
1	79	345/541.ccls.	USPAT; US-PGPUB	2004/07/20 09:47
2	79	712/2.ccls.	USPAT; US-PGPUB	2004/07/20 09:47
3	87	345/535.ccls.	USPAT; US-PGPUB	2004/07/20 09:48
4	0	712/2.ccls. and 345/535.ccls.	USPAT; US-PGPUB	2004/07/20 09:48
5	49	345/533.ccls.	USPAT; US-PGPUB	2004/07/20 09:50
6	0	345/535.ccls. and 345/533.ccls.	USPAT; US-PGPUB	2004/07/20 09:51
7	150069	row\$1 and column\$1	USPAT; US-PGPUB	2004/07/20 09:51
8	3260	vector adj process\$3	USPAT; US-PGPUB	2004/07/20 09:51
9	984	(row\$1 and column\$1) and (vector adj process\$3)	USPAT; US-PGPUB	2004/07/20 09:51
10	20140	arbitrat\$3	USPAT; US-PGPUB	2004/07/20 09:52
11	1	((row\$1 and column\$1) and (vector adj process\$3)) and 345/541.ccls.	USPAT; US-PGPUB	2004/07/20 09:52
12	157	((row\$1 and column\$1) and (vector adj process\$3)) and arbitrat\$3	USPAT; US-PGPUB	2004/07/20 09:52
13	144	((row\$1 and column\$1) and (vector adj process\$3)) and arbitrat\$3 and (matrix or array)	USPAT; US-PGPUB	2004/07/20 09:53
14	287	(plural\$3 or multiple) near3 vector near3 processor\$1	USPAT; US-PGPUB	2004/07/20 09:55
15	43	arbitrat\$3 and ((plural\$3 or multiple) near3 vector near3 processor\$1)	USPAT; US-PGPUB	2004/07/20 09:55
16	195	parallel near3 (vector adj processor\$1)	USPAT; US-PGPUB	2004/07/20 09:56
17	23	arbitrat\$3 and (parallel near3 (vector adj processor\$1))	USPAT; US-PGPUB	2004/07/20 09:56
18	354	game adj processor	USPAT; US-PGPUB	2004/07/20 09:56
19	0	(vector adj processor\$3) and (game adj processor)	USPAT; US-PGPUB	2004/07/20 09:57
20	157	(matrix or array) and (game adj processor)	USPAT; US-PGPUB	2004/07/20 09:58
21	8130	game adj (system or apparatus)	USPAT; US-PGPUB	2004/07/20 09:58
22	81	((matrix or array) and (game adj processor)) and (game adj (system or apparatus))	USPAT; US-PGPUB	2004/07/20 09:58
23	15	(vector adj process\$3) and (arbitrat\$3 and (game adj (system or apparatus)))	USPAT; US-PGPUB	2004/07/20 10:03
24	6296	game\$1 with simulat\$3	USPAT; US-PGPUB	2004/07/20 10:03
25	1448984	translat\$3 or rotat\$3	USPAT; US-PGPUB	2004/07/20 10:04
26	3160	(game\$1 with simulat\$3) and (translat\$3 or rotat\$3)	USPAT; US-PGPUB	2004/07/20 10:04
27	99274	(concurrent\$2 or simultaneous\$2 or parallel) near3 process\$3	USPAT; US-PGPUB	2004/07/20 10:06
28	263	((game\$1 with simulat\$3) and (translat\$3 or rotat\$3)) and ((concurrent\$2 or simultaneous\$2 or parallel) near3 process\$3)	USPAT; US-PGPUB	2004/07/20 10:06
29	0	(real adj time) near3 simulat\$3 near3 (geometr\$5 or polygon\$2)	USPAT; US-PGPUB	2004/07/20 10:08
30	8	(real adj time) near3 simulat\$3 near3 (geometr\$5 or polygon\$2)	USPAT; US-PGPUB	2004/07/20 10:08
31	1	(real adj time) near3 simulat\$3 near3 (translat\$3 or rotat\$3)	USPAT; US-PGPUB	2004/07/20 10:09